



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

SND7-01M – Unexpected Enemies

A Metaregional Adventure

Set in the kingdom of Sunndi



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region _____



Adventure Record#

597 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 xp; 450 gp

APL 4

max 675 xp; 650 gp

APL 6

max 900 xp; 900 gp

APL 8

max 1,125 xp; 1,300 gp

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Favor of the Sunndi Army: Choose one of the following benefits when signing the AR. You can spend the favor at a later date.

Regular favor

Gain access to the following spells from *Spell Compendium*: cyclonic blast, explosive cascade, great thunderclap, scorch, and wall of smoke.

Gain access to the following spells from *Spell Compendium*: divine protection, mass aid, and mass align weapon.

Gain one-time access to one of the following items: drums of panic, drums of marching (MIC), ever-smoking bottle, Quaal's feather token (tree – max. 2 tokens), sign of the favored (HB), sphere of awakening (MIC).

Gain one-time [50xAPL played] gp price reduction when buying or upgrading a magical weapon or armor if bought from the Sunndian army (so **not** to items from the items found section or non-Sunndian army favors).

Members of the Sunndian Army can complete Darkwater Skirmish training (contact triad at poc@sunndi.org for AR).

Promotion Points: _____ ; Decoration Points: _____

Total Promotion Points: _____

Battle of the Unexpected Enemy: This small green and black ribbon is a service decoration in recognition of your actions during the fight. NPCs from the Sunndian automatically recognize it. Other characters need to succeed in a DC 20 Knowledge (history) check. You gain a +1 circumstance bonus with Bluff, Diplomacy and Intimidate against anybody recognizing the ribbon. This stacks with similar bonuses from other decorations.

Fey Wine: You have gained 1 bottle of magical fey wine. This golden clear liquid functions like a *potion of heroism*, but it is highly intoxicating. If quaffed the character should make a DC 18 Fortitude saving throw or take 1d3 Dexterity and 1d3 Wisdom damage. The bottle cannot be sold.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

All APLs

❖ Brooch of shielding (Adventure; DMG)^{HQ}

❖ Hat of disguise (Adventure; DMG)^{HQ}

❖ Ring of communication (Regional; MIC)

TU

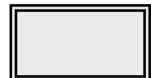
Starting TU

2 or 4 TU

TU Cost

TU

Added TU Costs



TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL

Lifestyle

- ☐ None
- ☐ Standard (12 gp x TU)
- ☐ Rich (50 gp x TU)
- ☐ Luxury (100 gp x TU)

Lifestyle Cost

Other Coin Spent

Total Coin Spent

Items Sold

Total Value of Sold Items

Add ½ this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value

GP

Starting GP

GP

GP Spent

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL